Shop@Anywhere

Episode 2: Online/Offline Integration Code Name: Yoda

Vincent Tong 10/16/00 Feel the Third & Whortall Force.

Online refall sales will reach only a modest 28 of the total retail market within the next 4 years

(Red Herring/Fornester Research 07/00)

Advanced Planning Meeting

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What's the problem we are trying to solve?

will spend more than 3 times that offline as a direct result Consumers will spend \$199 billion online in 2005, but they of online research (Jupiter 06/00) \mathfrak{R}

Consequently, consumers need the ability to find the best deals for an individual product from online merchants as well as from physical store nearby all-in-one-place \mathfrak{H}

Neither AOL nor our key competitors are addressing this \mathbb{H}



"73% of online browsers indicated

thairthey researched products online and then purchased them at a physical store— Jupiter



Goals

SHORT-TERM (Shop@Anywhere Bullet - 6 months)

- consumers to locate nearby physical stores of "click-&-Make shopping easier and more convenient by helping mortar" Shop@ merchant partners
- Highlight local offerings from "click-&-mortar" merchant partners (e.g. physical store presence, local store return/pick-up for online sales) \mathfrak{H}
- Earn consumers' trust, as they release their zipcode/address to us \mathfrak{H}
- ★ Generate additional pages views
- **Drive local ad impressions via Digital City**

LONG-TERM

product pricing and availability from "click-&-mortar", Provide a true multi-channel (both online and offline) merchant comparison environment with store-level Shop Therchants

Project Metrics

offering for 100% of "click-&-mortar" Shop@ merchant **Deploy** store locator feature and highlight local store partners in 100% of Shop@ channels, after 3 months \mathbb{H}

zipcode/address for repeat usage, after 3 months 15% of store locator users will "store" their \mathfrak{H}

Generate additional 17M pages views in year \mathbb{H}

Drive \$1.3M local ad impressions via Digital City in year \mathfrak{H}



Value Proposition

Consumers

- purchase decision readily available (local store listings of Convenience! -- This will make the info needed for my merchants) \mathfrak{H}
- restaurants, driving direction) to satisfy my need for Quick access to local store content (e.g. nearby entertainment & instant gratification \mathfrak{H}
- limiting my choices" "Let me know that I could buy a book In the long term, "I have a feeling that [AOL Shopping] is at BN.com but I could also buy it from Harry's Tiny **Bookstore on the corner" (Murmurs)** \mathfrak{H}
- Bottom Line = AOL provides us with the best comparison shopping for online merchants and local stores — HIGH \mathfrak{H}



"Click-&-Mortar" Shop@ Merchant Partners (30% in headcount)

- Drive sales and foot traffic to local stores \mathfrak{H}
- tailers. Proximity (touch product, need ASAP, easy return, Make the most impact in differentiating vs. pure-play ewant ASAP) is the key edge of local merchants (Red Herring/Jupiter 07/00) \mathfrak{H}
- Effectively build trust for my online unit. Offline presence is the #1 factor in developing online merchant trust (Jupiter \mathfrak{H}
- Multi-channel customers spend avg of 20-30% more than single channel customers (Jupiter 06/00) \mathfrak{H}
- Bottom Line = AOL helps us to leverage our physical assets to attract profitable customers to shop at our online and/or offline retail channels — HIGH \mathfrak{H}



The Store Locator

merchant partners in the Shop@ environment, including Merchant Comparison and other possible areas (e.g. A-Z Proximity Search for local stores of "click–&–mortar" digitaletty

Store Liction

Description

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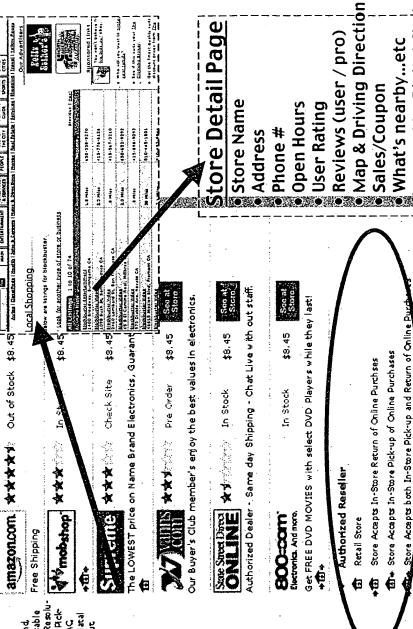
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Free Shipping

Free Shippin



(This mock-up is created solely to illustrate the idea. It's not the final $^{
m page\,7}$ Product Page: Merchant Comparison

Powered by Digital City)



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The Long Term Vision (outside the scope of this bullet)

mortar", "brick-&-mortar" only, and "pure-play e-tailer" merchant comparison environment with the latest storelevel product pricing and availability info from "click-&-Provide a true multi-channel (both online and offline) \mathfrak{H}

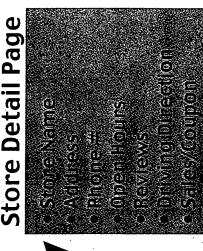
Product Page (e.g. Palm V)

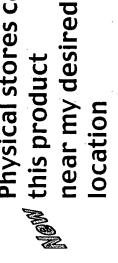
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carrying this product

Online merchants

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- Physical stores carrying Pull downmenHome/Work/Other
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Cost and Benefit

Revenue & Traffic Impact

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Retention Consumers: Click-&-Montar Merchants: HIGH Pure-play:e-tailers: -ve.

2-month Development Cycle (Est.)

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Key Dependencies / Risks

- Depends on Digital City to provide the proximity search expectation with DCI on performance requirements, updating store level content upon Shop@ merchant and the localized content - Mitigation: Set the right server load, their flexibility and responsiveness in partner's request
- zipcode/address *Mitigation: The initial check with Kent* Walker (legal) was positive. Will confirm with Kent once Privacy concern on allowing user to store features are finalized \mathfrak{R}
- Mitigation: Ask Account Management team for feedback Negative reaction from "pure-play" e-tailer partners \mathbb{H}

器。 Different product assortment at Web channel vs. Physical Shopの可いては Shopの Store channel for a merchant – Mitigation: create

Open Issues

- Can/should we deliver the "stored" user zipcode / address to UMP? - Need to check with Personalization Divlet \mathfrak{H}
- and under Product Page), where else can "Store Locator" feedback is possible for A-Z Store Listing, but no room for In addition to "Merchant Comparison" area (stand-alone appear? (e.g. A–Z Store Listing, Dept Pages) – Initial Dept Pages. Need to finalize with Kathleen May. \mathfrak{H}
- Do we need permission from merchant partner to deploy "Store Locator"? - Need to check with Acct Mgmt \mathfrak{H}



What's Next?

Core team assignment – this week \mathfrak{H}

Further investigate open issues and risks \mathfrak{H}

Project Kick-off Review & PRD - week of 10/30/00 \mathfrak{H}



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